

Chen Mi

SOFTWARE ENGINEER · GAME DEVELOPER

(+1) 385-266-8520 | chen.mi@utah.edu | www.lishtys.com

Professional Qualifications

- Unity (3 years working), Unreal
- C#, Java, Lua
- VR hardware integrating
- Software Engineering, Design Pattern
- Computer Networking, Database
- Graphic Rendering

Experience & Projects

Beijing Boyhood Sci and Tech Co., Ltd. (Full-time)

Beijing

GAME DEVELOPER & UNITY CLIENT LEADER

08/2015-05/2017

- Project: [Pili Incredible](#), launched in Taiwan, Top 10 in recommendations & bestseller list. **Dawn of Creation**, a MMOARPG mobile game in close beta.
- Duties: Developed & online maintained Unity mobile game, guided client group. Implemented UI structure & system, battle system, AI system with behavior tree, navigation. Built auto workflow tools for artists and producers. Integrate different SDKs for account system and billing system.

Beijing Branch, Shenzhen Powerwin Sci and Tech Co., Ltd. (Internship)

Beijing

GAME DEVELOPER INTERN & ONLINE EDUCATION

08/2014-04/2015

- Established the [Mannew](#) education program; Took charge of project development and expansion, recording the curriculum online about Unity developing.
- Developed a mobile MMORPG program, a weak networking C/S mobile card battle game.
- Duties: battle animation sequence system, MySQL database wrapper and connection, .NET Webservice server.

School of Design, Hunan University

Hunan

RESEARCHER FOR DIGITAL ENTERTAINMENT

09/2015-06/2017

- Mechanical dismantling on ZSpace (second prize in 2016 CUIDC); 3D exhibition of industrial cars (China Car Design Awards); Digital cultural museum on HTC Vive;

Jiangxi Key Laboratory of Creative Cartoon and Digital Entertainment

Nanchang

RESEARCHER

10/2013-06/2015

- Designed and Implemented a Kinect Integrated Unity Virtual Experimental Platform independently.
- Gold Award of Best Original Non-Game Group, 2014 Unity Awards in the Greater China Region

Moran Eye Center, University of Utah

Salt Lake City

RESEARCH ASSOCIATE

10/2017-12/2017

- Unity virtual application implemented with Labjack hardware for mice experiments

Education

University of Utah, Utah, America

Salt Lake City

Graduate, Entertainment Art and Engineering: Master Game Studio, Engineer track

08/2017 - PRESENT

Jiangxi Normal University, JXNU

Nanchang China

Bachelor of Engineering in Software Engineering (Business Software), College of Software

09/2011 - 07/2015